



Port Forwarding for Scholastic Esports

Best practices to meet security concerns for Canadian schools:

1. Keep the ports open on a timer so that they only open for specific hours (after school and/or lunch hour for practices and games).
2. Set up a separate, password protected network specifically for gaming. This allows you to control and pinpoint any security breaches while keeping school and district data on a separate network.

Twitch

To stream matches

UDP: 1935, 80, 443

League of Legends

League of Legends Game Client UDP: 5000 - 5500

Patcher and Maestro TCP: 8393 - 8400

PVP.Net TCP: 2099, 5223, 5222

HTTP Connections TCP: 80, 443

Spectator Mode UDP and TCP: 8088

Super Smash Bros. Ultimate

Switch

TCP: 6667, 12400, 28910, 29900, 29901, 29920

UDP: 1-65535

Rocket League

PC – Epic Games (suggested client)

TCP: 27015-27030, 27036-27037

UDP: 4380, 7000-9000, 27000-27031, 27036

Switch

TCP: 6667, 12400, 28910, 29900, 29901, 29920

UDP: 1-65535

PlayStation 4

TCP: 1935, 3478-3480

UDP: 3074, 3478-3479, 7000-9000

Xbox One

TCP: 3074

UDP: 88, 500, 3074, 3544, 4500, 7000-9000

Pokemon Unite

Switch

TCP: 6667, 12400, 28910, 29900, 29901, 29920

UDP: 1-65535

Mobile

Information coming soon

UDP: 88, 500, 3074, 3544, 4500

Brawlhalla

PC - Steam

TCP: 27015-27030, 27036-27037

UDP: 4380, 27000-27031, 27036

Switch

TCP: 6667, 12400, 28910, 29900, 29901, 29920

UDP: 1-65535

Playstation 4

TCP: 1935, 3478-3480

UDP: 3074, 3478-3479

Xbox One

TCP: 3074

UDP: 88, 500, 3074, 3544, 4500

Knockout City

PC – Epic Games (suggested client)

UDP: 443

TCP 80, 443, 8080

PC - Steam

TCP: 27015-27030, 27036-27037

UDP: 4380, 27000-27031, 27036

Switch

TCP: 6667, 12400, 28910, 29900, 29901, 29920

UDP: 1-65535

Playstation 4

TCP: 1935, 3478-3480

UDP: 3074, 3478-3479

Xbox One

TCP: 3074